

# Dan Augsburger

ANIMATOR / CG Generalist

815.541.9974 · AUGIE@DAUGIE.COM · 1045 Union St. Apt 2G, Brooklyn, NY 11225

## Proficient in:

Maya  
Adobe After Effects  
Adobe Photoshop  
Adobe Illustrator  
Adobe Premiere  
Adobe Flash

## Knowledge in:

Motion Capture  
ZBrush  
Nuke  
V-Ray  
Reallflow  
Adobe Dreamweaver  
Adobe InDesign

## CAREER OBJECTIVE

- » To collaborate with other storytellers and to make great animations.

## SKILL SET

- » I specialize in 3d Character Animation and Camera Layout. I also have experience in Rigging, Dynamics, Modeling, and Lighting.

## EXPERIENCE

### Visiting Professor, August 2015 - Present

- » Pratt Institute, Brooklyn, New York  
Teaching an undergrad/grad level course in rigid body, particle, cloth, and fluid effect animations using Maya and Reallflow

### Freelance Animator / Project Lead, June 2012 - Present

- » Napoleon Group, New York City, New York  
Served as a project lead for a series of animated shorts for ConEd. Also provided camera layout and character animation for television commercial previsualization.

### Freelance Animator, April - May 2014

- » Panda Panther  
Animated video game cinematics for Activision's 2014 release "Skylanders Trap Team."

### 3d Artist, June 2012 - August 2012

- » Curious Pictures, New York City, New York  
Work on various animated projects for film, television, and gaming. Responsibilities included modeling, camera layout, and animation.

### Designer, December 2007 - September 2009

- » Balcom-Vetillo Design, Inc., DeKalb, Illinois  
Developed 3D visualizations, motion graphics, and animations for product demonstration and advertising for video and the web

### Intern, January - April 2009

- » Radar Studios, Chicago, Illinois  
Assisted the animation team with the creation of graphic content for commercials.

## EDUCATION

- » Northern Illinois University - DeKalb, Illinois  
Bachelor of Fine Arts - Time Arts  
Graduated: Aug 2008  
GPA: 3.45 / 4.0
- » SCAD - Savannah, Georgia  
Master of Fine Arts - Animation  
Graduated: May 2012  
GPA: 3.86 / 4.0

## ACHIEVEMENTS

- » Thesis film "Madcow" accepted into the Animation Block Party 2012 in Brooklyn, NY.
- » Short film accepted as SCAD animate selection, Fall 2012
- » Awarded the O'Malley-Pugh Art Scholarship from the NIU School of Art during 2007